

BRIEF DESCRIPTION OF THE DRAWINGS

[0030] In the accompanying drawings:

[0031] **FIG. 1** is a drawing to show an embodiment of a gaming machine according to the invention and is a perspective view to show the appearance of a pinball slot machine as gaming machine;

[0032] **FIG. 2** is a perspective view to show the appearance of the pinball slot machine with reels displayed in the embodiment of the gaming machine according to the invention;

[0033] **FIG. 3** is a perspective view to show reels, a reel case, and reel side reflectors attached to the reel case in the first embodiment of the gaming machine according to the invention;

[0034] **FIG. 4** is a drawing to show symbol rows drawn on the outer peripheral surfaces of the reels in the first embodiment of the gaming machine according to the invention;

[0035] **FIG. 5** is a drawing to show a reel, a liquid crystal display in front of the reel, and the reel side reflector in the first embodiment of the gaming machine according to the invention;

[0036] **FIG. 6** is a drawing to show the reel and the liquid crystal display in front of the reel in the first embodiment of the gaming machine according to the invention;

[0037] **FIG. 7** is a schematic representation to show each symbol placement face of each reel, each symbol transmission face of liquid crystal, and each image display assistance area on a vertical face on the reel side in the first embodiment of the gaming machine according to the invention;

[0038] **FIG. 8** is a drawing to show the positional relationships among the liquid crystal, the reels, the reel side reflectors, reel backlights, and a fluorescent lamp in the first embodiment of the gaming machine according to the invention;

[0039] **FIG. 9** is a drawing to show the back of a door in the first embodiment of the gaming machine according to the invention;

[0040] **FIG. 10** is a block diagram to show the configuration of a main control circuit in the first embodiment of the gaming machine according to the invention;

[0041] **FIG. 11** is a block diagram to show the configuration of a sub-control circuit in the first embodiment of the gaming machine according to the invention;

[0042] **FIG. 12** is a drawing to show side illumination lights in a second embodiment of a gaming machine according to the invention;

[0043] **FIG. 13** is a perspective view of the front to show a part of a gaming machine in a related art;

[0044] **FIG. 14** is a perspective view of the door back to show a part of the gaming machine in the related art; and

[0045] **FIG. 15** is a schematic representation to describe the effect of a triangular region if liquid crystal is simply provided in front of a reel for the gaming machine in the related art.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0046] Hereinafter, preferred embodiments of the invention will be described with reference to the accompanying drawings.

[0047] First Embodiment

[0048] **FIG. 1** shows a first embodiment applying a gaming machine according to the invention to a pinball slot machine (a so-called "Pachi-Slot machine" in Japan). **FIG. 2** shows a state that a full screen display is not displayed by a liquid crystal display in display screen **5a** and a member such as reels **3** disposed at the back of the liquid crystal are displayed through the display screen **5a**.

[0049] A pinball slot machine **1** as a gaming machine is provided for the player to play a game using game medium such as a card storing information of the game play value given to the player as well as coins, medals and tokens. In the description that follows, it is assumed that the player uses medals.

[0050] In **FIGS. 1 and 2**, a panel display unit **2a** disposed to form a substantially vertical plane is provided at the front of a cabinet **2** forming the whole of the pinball slot machine **1**, and a liquid crystal display **5** (described later) having a rectangular 15-inch liquid crystal display screen **5a** is provided on the front of the panel display unit **2a**. An image can be displayed over the full face of the display screen **5a**.

[0051] In the cabinet **2b**, three reels (left reel **3L**, center reel **3C**, and right reel **3R**) each with a symbol row including different types of symbols placed on the outer peripheral surface are provided in a row. The player can observe the symbols on the reels through the display windows **4L**, **4C**, and **4R**. Each reel rotates at a constant speed (for example, 80 revolutions per minute).

[0052] The three reels **3L**, **3C**, and **3R** are housed in a reel case **310**, as shown in **FIG. 3**. Reel side reflectors **320L** and **320R** each made of a white plate molded are attached to the sides of the reel case **310** so that they are positioned on the sides of the reel row **3L**, **3C**, **3R**. The reels **3L**, **3C**, and **3R** have annular reel belts **340L**, **340C**, and **340R** attached to annular reel wheels **330L**, **330C**, and **330R** attached to brackets **311L**, **311C**, and **311R** for rotation.

[0053] **FIG. 4** shows the reel belts **340L**, **340C**, and **340R** on which symbol rows each made up of 21 symbols are printed. The symbols are given code numbers in a range from "00" to "20" and are stored in ROM **32** (shown in **FIG. 10**) described later as a data table. The symbol rows each made up of symbols of "blue 7 (symbol **91**)", "red 7 (symbol **92**)", "BAR (symbol **93**)", "bell (symbol **94**)", "plum (symbol **95**)", "Replay (symbol **96**)", and "cherry (symbol **97**)" are represented on the reel belts **340L**, **340C**, and **340R**. The symbol rows on the reel belts **340L**, **340C**, and **340R** are rotated so as to move in the arrow direction in **FIG. 4** for variably displaying means of the symbol rows.

[0054] The configuration of the liquid crystal display **5** is as shown in **FIG. 5**. **FIG. 6** shows a state in which the reel side reflectors **320** are removed. In **FIGS. 5 and 6**, a transparent acrylic plate **501** is provided on the front of the liquid crystal display **5**, followed by a reel glass base **502**, a bezel metal frame **503**, liquid crystal **504**, a liquid crystal holder **505**, a diffuser sheet **506**, a light guide plate **507**, a